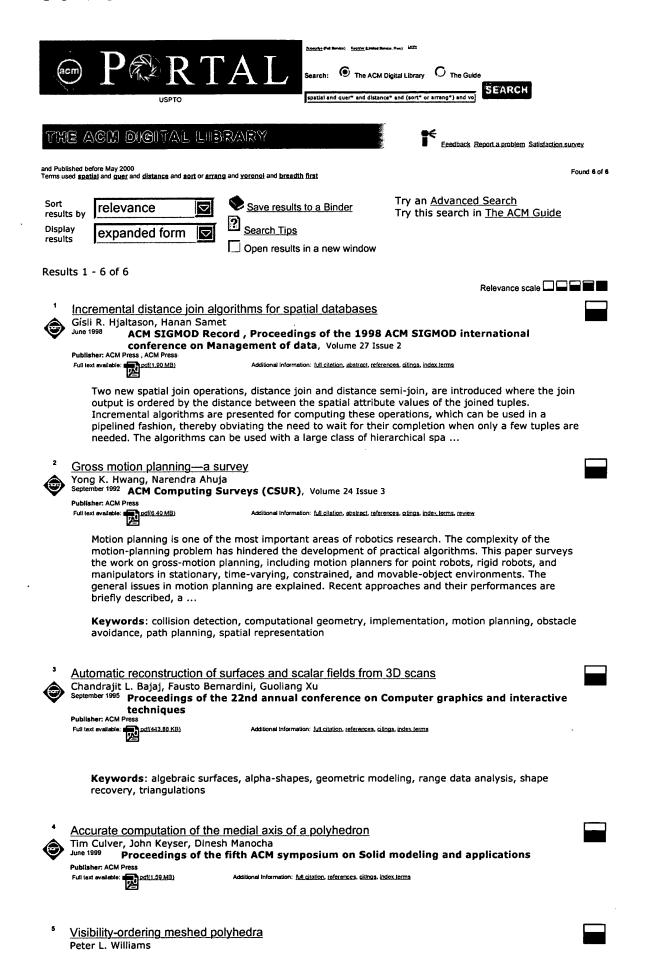
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A visibility-ordering of a set of objects from some viewpoint is an ordering such that if object a obstructs object b, then b precedes a in the ordering. An algorithm is presented that generates a visibility-ordering of an acyclic convex set of meshed convex polyhedra. This algorithm takes time linear in the size of the mesh. Modifications to this algorithm and/or preprocessing techniques are described that permit nonconvex ...

Keywords: Delaunay triangulation, depth ordering, finite element methods, mesh generation, point location, scattered data, scientific visualization, triangulation, visibility ordering, volume rendering, volume visualization

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Leila De Floriani, Paola Magillo, Enrico Puppo
October 1997 Proceedings of the 8th conference on Visualization '97

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